

What is claimed is:

1. A gaming network comprising:

a player processing system structured to record data about a player;

5 a gaming device coupled to the player tracking system and structured to configure a present state of an award based on the recorded data.

2. The gaming network of claim 1 wherein the award has an initial state and one or more non-initial states.

10 3. The gaming network of claim 2 wherein the game is structured to configure a state of the award to one of the non-initial states.

15 4. The gaming network of claim 3 wherein the game is structured to configure a state of the award for the player to one of the non-initial states in a present gaming session if the award was in one of the non-initial states in a previous gaming session of the player.

20 5. The gaming network of claim 1, further comprising a message controller resident on the gaming device.

6. The gaming network of claim 5, further comprising a messaging center in the player processing system.

25 7. The gaming network of claim 6 wherein the message controller and the messaging center are structured to communicate using XML messaging.

8. A reward system on a gaming device, comprising:

an award having multiple component points;

an initializing process to set the award to an initial point;

30 an incrementing process to advance the award to a successive point;

a storing process structured to store a state of progress in the award at the end of a first gaming session; and

a resuming process structured to restore the state of the award in a gaming session subsequent to the first gaming session.

9. The reward system of claim 8 wherein the storing process is structured to send a message to a data storage device over a computer network coupled to the gaming device.

5 10. The reward system of claim 8 further comprising a player identifier structured to verify an identity of a player of the first and the subsequent gaming sessions.

11. A gaming device, comprising:

a primary game playable by identified and non-identified players; and

10 a bonus game playable only by players identified to the gaming device.

12. The gaming device of claim 12 wherein existence of the bonus game is advertised to non-identified players.

15 13. The gaming device of claim 11 wherein the bonus game is playable over multiple gaming sessions.

14. The gaming device of claim 13 wherein a record of a present state of the bonus game is stored in a record related to the identified player.

20 15. The gaming device of claim 14 wherein the bonus game is structured to be restored to the present state after the record is retrieved.

16. A gaming network comprising:

25 a gaming device having a primary game and a bonus game;

player tracking hardware coupled to the gaming device and structured to identify a player of the gaming device;

a player tracking system coupled to the gaming device and structured to store data about gameplay of the player of the gaming device; and

30 a player specific gaming server coupled to the player tracking system and coupled to the gaming device, the gaming server structured to record session information of the bonus game played on the gaming device by the player.

17. The gaming network of claim 16, further comprising:

a message controller on the gaming device, and  
a messaging process operative on the gaming server.

18. The gaming network of claim 17 wherein the message controller  
5 communicates with the messaging process using discrete messages.

19. The gaming network of claim 16 wherein the gaming device is structured to  
communicate to the player tracking system over a first communication network, and wherein  
the gaming device is structured to communicate to the player server over a second  
10 communication network.

20. A method of playing a game on a networked gaming machine, comprising:  
identifying a player of the game;  
initiating a bonus game with the identified player in a first gaming session;  
15 recording a progress state in the bonus game on a player server; and  
restoring the bonus game of the identified player to the recorded state in a second  
gaming session.

21. The method of claim 20 wherein initiating a bonus game comprises initiating a  
20 collection type bonus.

22. The method of claim 20 wherein initiating a bonus game comprises initiating a  
cash drawing type bonus.

23. The method of claim 20 wherein initiating a bonus game comprises initiating a  
25 cash drawing type bonus.

24. A method of executing a bonus game on a gaming device having a primary  
game and a bonus game, the method comprising:  
30 establishing a series of trigger events for a player identified to the gaming device;  
after a first of the series of trigger events is reached, providing the player more than  
one selection choices;  
accepting a selection choice from the player;  
choosing an outcome based on the accepted selection choice; and

determining an award for the bonus game based on the chosen outcome.

25. The method of claim 24 wherein choosing an outcome comprises choosing a type of collection icon.

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26. The method of claim 24 wherein choosing an outcome comprises selecting a number of cash draw tickets.

27. The method of claim 24 wherein choosing an outcome comprises selecting a value for a draw cards.

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